NEW ZANE MINIFIGURE WITH 3 SICK GADGETS!

# LEGO NINJAGO

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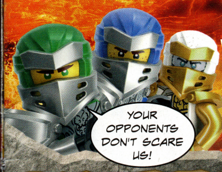
AWESOME GAME! PAGE 30

# WHO CAN BEAT THE BADDIES?



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Into the enemy-filled underground

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New gear for the cool Master of Ice

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Show the Ice Ninja the way

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Take aim for victory

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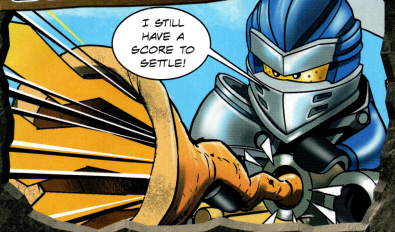
Your most vicious villains


## 2 COOL POSTERS

## FIND THE CHICKEN KNIGHT!

It loves causing havoc! It is hiding on pages with a **chicken** instead of a **page number.**

## COMIC PAGE 10 & 22

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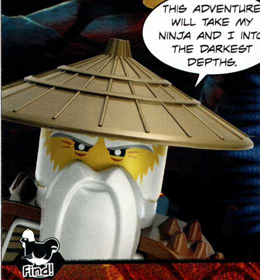
# A TRULY MONSTROUS NEW ADVENTURE!

Despite the ninja only just **escaping from Prime Empire,** the next mission is already calling. This season not only features a **new villain boss**, but also lots of **evil monsters!** Tread carefully, ninja!




## The Kingdom of Shintaro!

*The ninja receive an invitation from the secret* ***Kingdom of Shintaro*** *to attend the* ***Princess' birthday celebrations.*** *The capital city seems like a paradise at first glance, but there are* ***deep caves*** *and* ***terrifying dungeons*** *full of monsters hidden out of sight. Led by the mysterious* ***Skull Sorcerer,*** *these monsters hold peaceful creatures captive.*

## Munce

*These big green brutes love anything that shines or glistens. When duelling, they roll into their opponents' legs like a bowling ball! They love knocking Geckles over, because they think they stole their Blade of Deliverance.*

## Geckle

*These imps live deep in the mountains of Shintaro. They spend their time scraping moss-milk off rocks. Geckles love rules, and think the Munce stole their Blade of Deliverance. Now they are sworn enemies!*

## Skull Sorcerer

Wearing the skull of the dark magician **Hazza D'ur** gave him **incredible powers** – he is now able to bring skeletons to life! He uses them to control the cave dwellers, forcing them to mine **Vengestone.** The Skull Sorcerer stole the Blades of Deliverance from the **Geckles** and **Munces,** using them to divide the two tribes.

# ZANE

## Master of Ice!

As a **Nindroid,** Zane is programmed to be ready for **new and unknown enemies.** Perfect for Shintaro!

## GADGET!

**NAME:** Climbing drill

**STRENGTH:** Effective against rock

**WEAKNESS:** Only useful as a pair

Photos: Gert Krautbauer, krautbauer.net

# Make something legendary!

**Draw two more legendary gadgets!**
Create some new equipment for your hero!

## GADGET!

NAME:

STRENGTH:

WEAKNESS:

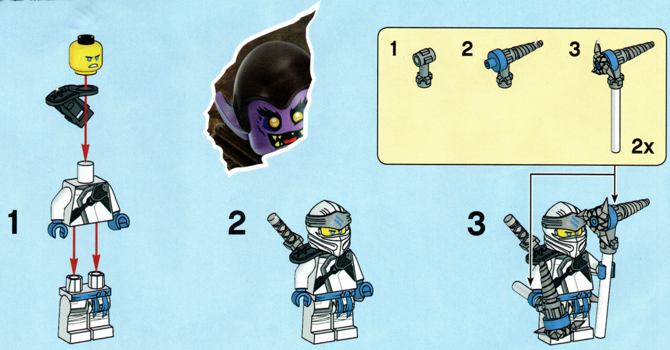
## GADGET!

NAME:

STRENGTH:

WEAKNESS:

## INSTRUCTIONS:



# Quest for the Armour!

To get his hands on the **legendary armour,** Zane has to make it to the peak of a mountain. Only the figures that look **exactly like the Zane figure at the Start** have a safe grip. Tick them all!

## Magma cave!

Time to go underground, but the walls of this cave are covered in lava! **Draw a line along the route** down to the armour without touching the walls...

### BONUS MISSION!

*Valuable crystals are hidden all over this page. Count them!*

Answers on page 34.

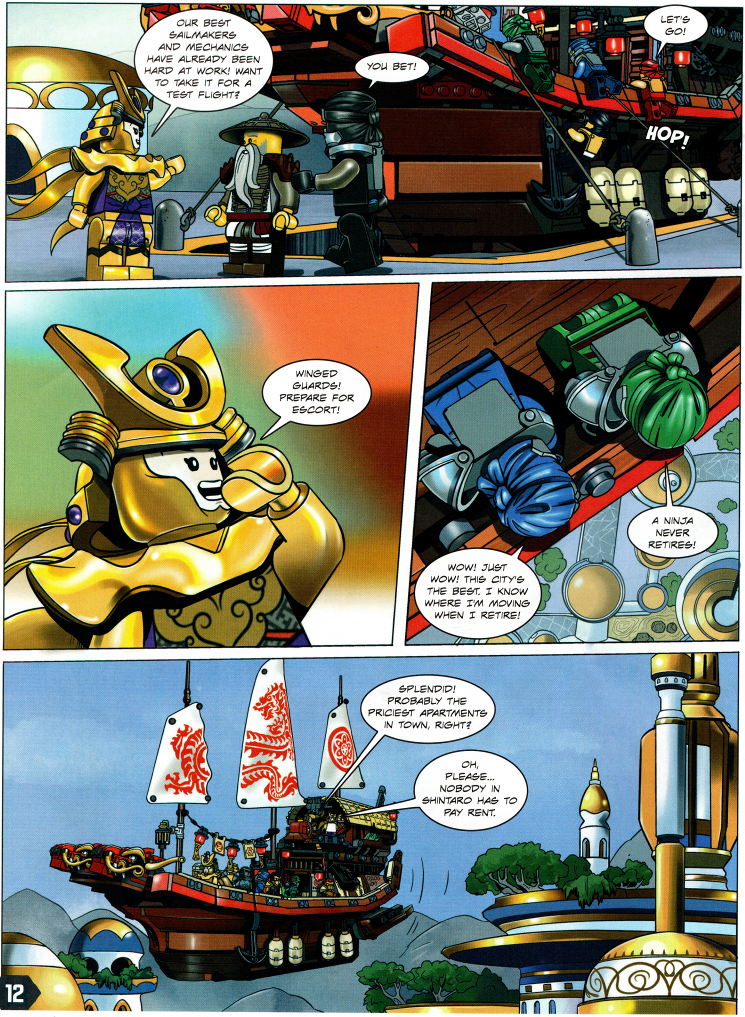
# SUIT OF ERROR!

The ninja have suited up to take on the monsters of Shintaro! But the evil **Skull Sorcerer** has conjured **10 errors** in the fake picture. **Circle them all to banish him!**

Answers on page 34.

Writer: Jan Dinter, Illustrations: Natascha Römer (Ink); Maria Lantsuta (Colour)

OUTSIDE IN FRONT OF THE PALACE...
YOUR VESSEL IS AT DOCK 94, NOT FAR ON FOOT.
OH, WHAT SOOTHING MUSIC!
THAT'S RIGHT, THERE ARE MUSICIANS THROUGHOUT THE CITY PLAYING CALMING MUSIC. WE SEEK TO MAINTAIN A BALANCED ATMOSPHERE IN SHINTARO AT ALL TIMES.
WHAT A DELIGHTFUL TEAHOUSE!
ONE OF MANY - THERE ARE TEAHOUSES ON PRACTICALLY EVERY CORNER HERE.
LOOKS LIKE AN EXPENSIVE LIFESTYLE, YOU MUST ALL EARN A LOT HERE.
OH NO, EVERYTHING YOU SEE HERE IS FREE. LIKE THE BOOKS AND INTERNET IN THE TEAHOUSES. CULTURE IS MORE IMPORTANT THAN ECONOMICS.
HERE WE ARE. AS YOU CAN SEE, YOUR SHIP IS IN GOOD HANDS.
IT LOOKS AS GOOD AS NEW!


OUR BEST SAILMAKERS AND MECHANICS HAVE ALREADY BEEN HARD AT WORK! WANT TO TAKE IT FOR A TEST FLIGHT?
YOU BET!
LET'S GO!
HOP!
WINGED GUARDS! PREPARE FOR ESCORT!
WOW! JUST WOW! THIS CITY'S THE BEST. I KNOW WHERE I'M MOVING WHEN I RETIRE!
A NINJA NEVER RETIRES!
SPLENDID! PROBABLY THE PRICIEST APARTMENTS IN TOWN, RIGHT?
OH, PLEASE... NOBODY IN SHINTARO HAS TO PAY RENT.

OH, COME ON! THERE MUST BE SOME SORT OF CATCH. NO CITY IS ABSOLUTELY PERFECT!
WHAT ABOUT THOSE DIRE BATS, FOR INSTANCE? THE ONES THAT ATTACKED US ON OUR WAY HERE?
I ADMIT, THEY CAN BE PESKY CRITTERS, BUT AS YOU'VE SEEN, WE CAN DEAL WITH THEM PRETTY EASILY.
IN FACT, MY WINGED GUARDS EVEN USE THEM FOR TRAINING PURPOSES TO STAY IN SHAPE.
THIS HORN LURES THE DIRE BATS TO US WHENEVER WE WANT TO TRAIN. CARE TO TRY?
AROOOOO!
A SHORT TIME LATER...
CHRAAA!
CHRAAA!
CHRAAA!
AH, RIGHT ON CUE. WING GUARDS! GET READY TO ENGAGE!
CHRAAA!

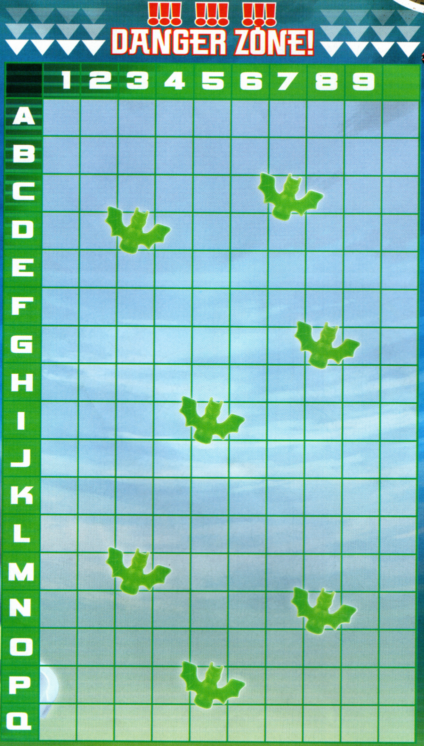
SWOOSH!
VERY IMPRESSIVE!
AH, THEY'RE EASY PICKINGS WHEN YOU GET THE HANG OF IT!
FLAP!
FLAP!
FLAP!
FLAP!
FLAP!
FLAP!
TRUUUUUUPFFFRPP
LET'S TRY IT WITH A BIT MORE POWER!
AROOOO!

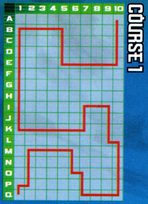
CONTINUED ON PAGE 22!

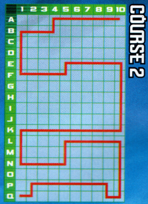
PUZZLE

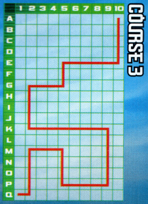
# KAI AND COLE AIRBORNE!

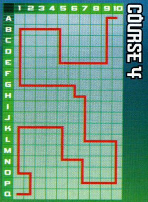
While the ninja are under attack by flying monsters, it is up to you to keep their ship on course. **Find the course** plotted by P.I.X.A.L. that **doesn't encounter a Dire Bat** on the way.



Answers on page 34.

NYA

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# PUZZLING MAGIC!

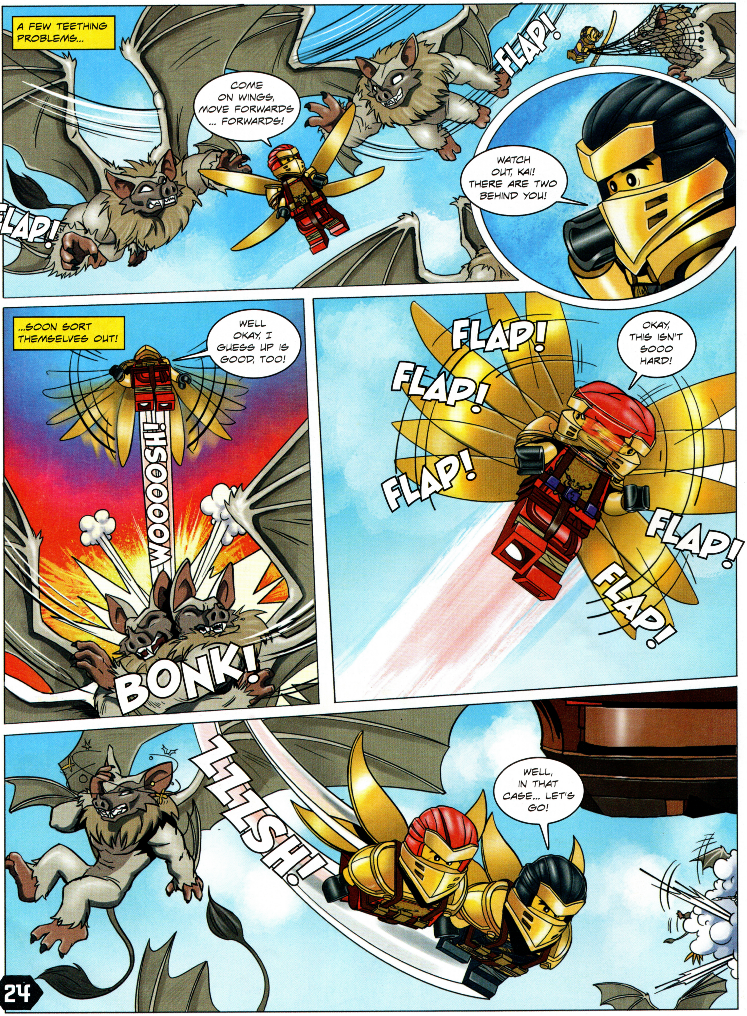


The Skull Sorcerer wants the ninja out of his caves, so he angrily conjured **seven holes** in them! **Write the letters** of the missing parts into the **correct holes.**

Answers on page 34.

CHRAAA!
CHRAAA!
CHRAAA!
KRIII!
KRIII!
KRIII!
CHRAAA!
KRIII!
CHRAAA!
CHRAAA!
GULP!
THAT'S A LOT OF BATS!
WELL...
...THIS WILL CERTAINLY BE A CHALLENGE, BUT SHOULDN'T BE A PROBLEM WITH A LITTLE SUPPORT.
EVER TRY A PAIR OF THESE ON?!
ERR...

DON'T WORRY, YOU'LL GET THE HANG OF IT IN NO TIME. THESE WINGS MIRROR ALL YOUR MOVEMENTS.
STRETCH!
HEY, I AM FLYING. AND I'M NOT EVEN DOING AIRJITZU!
HEY GUYS, WHAT DO YOU THINK OF...
OH, OOPS!
SLAP!
OW!
SMACK!
OUCH!
OH GREAT, THIS SHOULD BE FUN...
YOU GUYS CAN DO IT, YOU'RE THE FAMOUS NINJA!
FOLLOW ME INTO BATTLE, MY NINJA FRIENDS! HAARRR!
SWOOSH!
SWOOSH!
SWOOSH!


A FEW TEETHING PROBLEMS...
COME ON WINGS, MOVE FORWARDS ... FORWARDS!
FLAP!
FLAP!
WATCH OUT, KAI! THERE ARE TWO BEHIND YOU!
...SOON SORT THEMSELVES OUT!
WELL OKAY, I GUESS UP IS GOOD, TOO!
WOOOOOSH!
BONK!
FLAP!
FLAP!
FLAP!
OKAY, THIS ISN'T SOOO HARD!
FLAP!
FLAP!
ZZZISH!
WELL, IN THAT CASE... LET'S GO!

HA!
KICK!
THEN LET'S SEE IF THESE GUYS ARE READY FOR SOME SPINJITZU POWER KICKS!
HUH?!
FLOP!
SPIN!
GREAT JOB! NOW SPREAD YOUR WINGS. OTHERWISE YOU'LL DROP LIKE A STONE.
THIS IS GOING TO BE CLOOOOOSE!
FSHOOOOOOOOOOOOOOOO!
DUCK!
REMEMBER YOUR ELEMENTAL POWERS, MY STUDENTS! USE THEM!

AFTER ENCOURAGEMENT FROM WU, THE NINJA TAKE THINGS UP A NOTCH...
WOOOSH!
HA! CAUGHT HIM COLD!
PREPARE FOR A ROCKY LANDING!
TIME TO TURN UP THE HEAT!
ZSH!
SMASH!
OWTCH!
TAKE THIS!
KRACKLE!
BRZZZZZ!

MY NINJA ARE GETTING OVERCONFIDENT. WE SHOULD LEAVE THE REST TO YOUR WINGED GUARDS.
POFF!
HOLD IT, HEROES. I'M SURE YOU CAN APPRECIATE THAT MY MEN ALSO NEED A FEW BATS FOR TARGET PRACTICE!
AH, CRUISING AROUND IN THE BOUNTY AND TAKING OUT THE BADDIES.
...FEELS JUST LIKE HOME!
MAN, IT WAS AMAZING TO SEE YOU GUYS IN ACTION! I CAN HARDLY WAIT TO SEE WHAT ELSE YOU GUYS CAN DO!
DOESN'T LOOK LIKE WE'LL BE GETTING BORED IN SHINTARO ANY TIME SOON!
THE END

# LEAD THE ESCAPE MISSION!

**Draw the route out of the cave!** There are traps at every turn, and only **one ninja** can overcome each trap. Enter the **right hero** for **every challenge**. A cup of tea from Master Wu awaits!

## WALL OF FLAMES

*Only one ninja can* ***extinguish*** *this fire and* ***clear*** *the way forward. Which one?*

**Ninja:** ______

## FALLING ROCK

***Landslide!***

*Which ninja can divert rocks with his* ***elemental power?***

**Ninja:** ______

## MONSTER

*An* ***evil monster*** *is hiding in this cave. Who can distract it with a funny* ***joke,*** *so the ninja heroes can slip on past?*

**Ninja:** ______

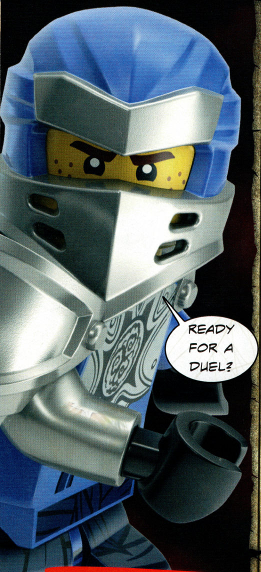
Answers on page 34?

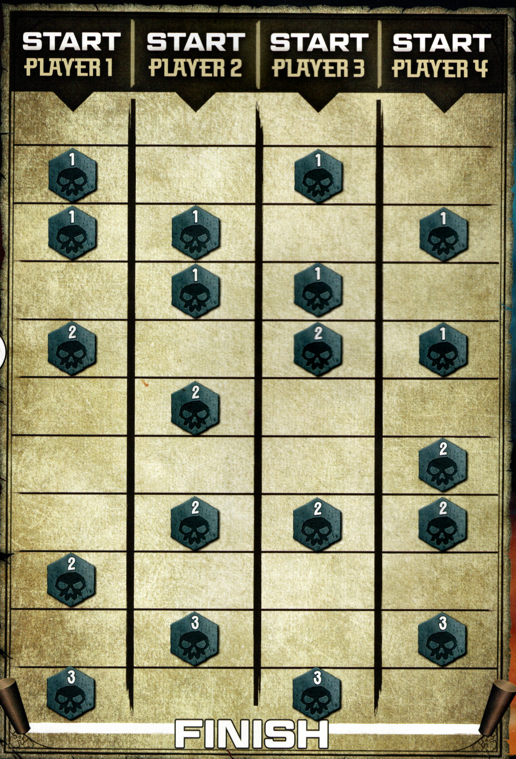
PUZZLE

# WHO WILL WIN THE CAVE RACE?

For 2-4 players

The Skull Sorcerer has challenged you to a **race**, but his henchmen are determined to slow you down. **Find a LEGO® brick** and some **friends,** and show them the meaning of real ninja power!




**You will need:**

- Up to 4 players
- 1 LEGO® brick or a figure for each player

# HERO TARGET

# RULES:

## HOW TO MOVE:

1. Each player places a figure on the Start field on the left-hand page.
2. The youngest player starts. They grab the LEGO® brick, take one step from the table, then throw the brick at the above target.
3. If the brick lands on a number, move towards the finish by that amount. If a player misses or hits a trap, it's the next player's turn.
4. If the figure lands on a field occupied by an opponent a duel takes place (see "how to duel" on the right).
5. The first player to cross the finish line is the winner!

## HOW TO DUEL:

1. Every opponent has a number which needs to be beaten.
2. If the opponent is numbered 1, the player must throw the brick at the target and get at least a 2. If the opponent is a 2, the player must throw at least a 3. Opponents with a 3 can only be beaten by throwing a 4.
3. If the player misses or lands on a trap, they must remain where they are and try again next turn until the opponent has been beaten.
4. If the player manages to defeat the opponent, he or she can continue as normal on their next turn.

# YOUR OWN ARMOURED NINJA!

The ninja have to be well equipped to explore the dark caves of Shintaro. Prepare your hero by **colouring this figure in.** Give them a cool **shield** and **powers!**

**NAME:**

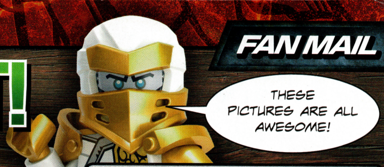
**POWERS:**

**FACES:**

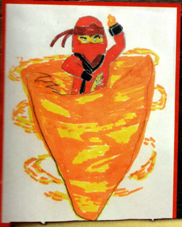
**MOTTO:**

**NINJA WANTED!** *Send your hero to the address on the right if you want us to show your picture in a future issue!*

# NINJA POST!




Send us your best drawings and pictures for the chance to **win a fantastic prize!**



**NINJA SPIN!**
*Awesome Alistair sent in this sweet sketch of Kai!*

**GAMER BATTLE!**
*Zafir channelled his inner warrior to draw this pic of Lloyd!*

## WIN!

LEGOLAND DISCOVERY CENTRE MANCHESTER

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In exceptional circumstances, we may have to swap the gift for another of equal quality. See competition rules, below.

**THIS MONTH'S COOL CREATOR!**
*Kellan sent in this epic new ship ready for battle!*

**LIGHTENING MASTER!**
*Arthur drew this sick snap of Jay ready for action!*

**COOL KAI!**
*Ninja hero Shawaiz sent over this flamey drawing of Kai!*

## WANT TO BE IN THE MAGAZINE?

**Send us your pics and letters to:**

**LEGO NINJAGO magazine,**
**Vineyard House,**
**44 Brook Green,**
**London W6 7BT.**

Or email them to us at:
**LEGO.NINJAGO@immediate.co.uk**

Keep sending in your letters, drawings and photographs! Always remember to include your name, age and address! Sorry, we won't be able to send these back to you.

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Find!

# IN YOUR EPIC NEXT ISSUE...

## Your ninja: DIGI-LLOYD

## More LEGO® titles...

LEGO® NINJAGO® Legacy no. 6

**Out soon!**

LEGO® Jurassic World™ no. 7

**Out now!**

LEGO® *Star Wars*™ no. 61

**Out now!**

## Exclusive comic!

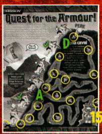
## Answers:

**The chicken knights:**

- P. 4: Left of Nya.
- P. 6: At the top left corner of the profile box.
- P. 8: Under the bonus mission.
- P. 31: In the bottom trap.
- P. 33: Near the centre.

**Page 8:**

Quest for the Armour!



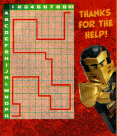

**Page 9:**

Suit of Error!

**Page 16:**

Kai and Cole airborne!

Course 4 is correct.




**Page 21:**

Puzzling magic!

A 1, B 4, C 6, D 5, E 3, F 7, G 2

**Page 28:**

Lead the escape mission!

Ice block: Kai, Wall of flames: Nya
Lake: Zane, Falling rock: Cole
Monster: Jay

# COOL DUNGEON BOX!

## FOR SECRET TREASURES!

### Instructions

1. Cut out the box along the dotted lines. Let an adult help you.
2. Choose a side. Fold all the flaps inwards so that they point towards the other picture.
3. Take the number 1 flap and glue it behind the hero or villain picture with the logo.
4. Fold the two number 2 sections inwards.
5. Put the two number 3 sections together and glue them to the number 2 sections.
6. As soon as the glue is dry, your box is ready to use!

**You need:**
- Scissors
- Glue

# COOL TREASURE CHEST!

**FOR YOUR LOOT!**

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Instructions and an evil box on the other side.